

AMENDMENTS TO THE CLAIMS

Claim amendments and status:

1. (Currently Amended) A stand-alone gaming machine, comprising:  
a screen that displays video content for a game of chance located on the stand-alone gaming machine, wherein all of the video content for a different game of chance is located in the gaming machine, and wherein the game of chance is automatically reconfigured in response to a trigger.
2. (Original) The gaming machine, as recited in claim 1, wherein the trigger is a wagered amount.
3. (Original) The gaming machine, as recited in claim 1, wherein the trigger is an identity of a player.
4. (Original) The gaming machine, as recited in claim 1, wherein the trigger is a speed at which a game is played.
5. (Previously Presented) A stand-alone gaming machine, comprising:  
a screen that displays video content for a game of chance located on the stand-alone gaming machine, wherein all of the video content for a different game of chance is reconfigurable by a casino.
6. (Previously Presented) A stand-alone gaming machine, comprising:  
a screen that displays video content for a game of chance located on the stand-alone gaming machine, wherein all of the video content for a different game of chance is reconfigurable by a player.
7. (Previously Presented) A stand-alone gaming machine, comprising:  
a screen that displays video content for a game of chance located on the stand-alone gaming machine, wherein all of the video content for a different game of chance is automatically reconfigured at a predetermined time.
8. (Currently Amended) A stand-alone gaming machine, wherein the gaming machine locally contains a plurality of different games of chance, and wherein the gaming machine is

connected to a network but does not download games of chance via the network in response to a player request, the gaming machine comprising:

one or more a plurality of screens that display video content for a game of chance located on the stand-alone gaming machine, wherein all of the video content for a different game of chance is used to reconfigure the gaming machine in response to a reconfiguration command received from a remote location remotely reconfigurable.

9. (Currently Amended) The gaming machine as recited in claim 8, wherein the video content is reconfigurable in response to a reconfiguration command received via through a the network.

10. (Currently Amended) The gaming machine as recited in claim 8, wherein the video content of one of the screens comprises the video content of an entirely different game.

11. (Currently Amended) The gaming machine as recited in claim 8, wherein the video content of one of the ~~plurality of~~ screens comprises a pay table, and the video content of at least one of the remaining ~~plurality of~~ screens comprises the video content of an entirely different game.

12. (Previously Presented) The gaming machine as recited in claim 8, wherein the video content of one of the screens comprises artwork representative of a theme of a game played on the gaming machine.

13. (Currently Amended) The gaming machine as recited in claim 8, wherein the video content of one of the screen comprises a primary game, and the video content of at least one of the remaining ~~plurality of~~ screens comprises the video content of a secondary game.

14. (Currently Amended) The gaming machine as recited in claim 8, wherein the video content is automatically reconfigured in response to a reconfiguration command that comprises a trigger.

15. (Original) The gaming machine, as recited in claim 14, wherein the trigger is a wagered amount.

16. (Original) The gaming machine, as recited in claim 14, wherein the trigger is an identity of a player.

17. (Original) The gaming machine, as recited in claim 14, wherein the trigger is a speed at which a game is played.

18. (Original) The gaming machine as recited in claim 8, wherein the video content is reconfigurable by a casino.

19. (Original) The gaming machine as recited in claim 8, wherein the video content is reconfigurable at the request of a player.

20. (Original) The gaming machine as recited in claim 8, wherein the video content is automatically reconfigured at a predetermined time.

21. (Withdrawn) A plurality of gaming machines, comprising:  
a network to which each gaming machine is attached, each gaming machine having a screen that displays a game, the game content being downloadable from the network.

22. (Withdrawn) The gaming machine as recited in claim 21, wherein the game is automatically downloaded in response to a trigger.

23. (Withdrawn) The gaming machine as recited in claim 22, wherein the trigger is a wagered amount.

24. (Withdrawn) The gaming machine as recited in claim 22, wherein the trigger is an identity of a player.

25. (Withdrawn) The gaming machine as recited in claim 22, wherein the trigger is a speed at which a game is played.

26. (Withdrawn) The gaming machine as recited in claim 21, wherein the game is downloadable by a casino.

27. (Withdrawn) The gaming machine as recited in claim 21, wherein the video content is automatically downloaded at a predetermined time.

28. (Withdrawn) A plurality of gaming machines, comprising:  
a network to which each gaming machine is attached, each gaming machine having a screen that displays artwork representative of a theme of a game played on the gaming machine, wherein artwork representative of a theme of a different game played on the gaming machine is being downloadable from the network

29. (Withdrawn) A plurality of gaming machines, comprising:  
a network to which each gaming machine is attached, each gaming machine having a screen that displays a secondary game, the secondary game content being downloadable from the network.

30. (Previously Presented) A stand-alone gaming machine, comprising:  
a first video display displaying a first game located on the stand-alone gaming machine;  
a second video display displaying pay tables associated with the first game located on the stand-alone gaming machine; and  
a third video display displaying artwork associated with the first game located on the stand-alone gaming machine;  
wherein a second game is reconfigurable on the three video displays so that the second game is displayed on the reconfigured first video display, pay tables associated with the second game are displayed on the reconfigured second video display, and artwork associated with the second game is displayed on the reconfigured third video display.

31. (Original) The gaming machine as recited in claim 30, wherein the video displays are automatically reconfigured in response to a trigger.

32. (Original) The gaming machine, as recited in claim 31, wherein the trigger is a wagered amount.

33. (Original) The gaming machine, as recited in claim 31, wherein the trigger is an identity of a player.

34. (Original) The gaming machine, as recited in claim 31, wherein the trigger is a speed at which a game is played.

35. (Original) The gaming machine as recited in claim 30, wherein the video displays are reconfigurable by a casino.

36. (Original) The gaming machine as recited in claim 30, wherein the video displays are reconfigurable at the request of a player.

37. (Original) The gaming machine as recited in claim 30, wherein the video displays are automatically reconfigured at a predetermined time.

38. (Previously Presented) A stand-alone gaming machine, comprising:  
a first video display displaying a first game located on the stand-alone gaming machine; and  
a second video display displaying information relating to the first game located on the stand-alone gaming machine

the stand-alone gaming machine being reconfigurable so that a second game is displayed on the reconfigured first video display and information relating to the second game is displayed on the reconfigured second video display.

39. (Original) The gaming machine as recited in claim 38, wherein the video displays are automatically reconfigured in response to a trigger.

40. (Original) The gaming machine, as recited in claim 39, wherein the trigger is a wagered amount.

41. (Original) The gaming machine, as recited in claim 39, wherein the trigger is an identity of a player.

42. (Original) The gaming machine, as recited in claim 39, wherein the trigger is a speed at which a game is played.

43. (Original) The gaming machine as recited in claim 38, wherein the video displays are reconfigurable by a casino.

44. (Original) The gaming machine as recited in claim 38, wherein the video displays are reconfigurable at the request of a player.

45. (Original) The gaming machine as recited in claim 38, wherein the video displays are automatically reconfigured at a predetermined time.

46. (Currently Amended) A method of displaying video content for a game on a stand-alone gaming machine having a plurality of screens, wherein the gaming machine stores contains a plurality of different games of chance, and wherein the gaming machine is connected to a network but does not download games of chance via the network in response to a player request, the method comprising:

displaying video content for a first game located on the stand-alone gaming machine; and  
~~remotely~~ reconfiguring the video content for from the first game on the gaming machine  
into the reconfigured video content for a second game in response to a reconfiguration command received from a remote location.

47. (Withdrawn) A method of displaying video content on a plurality of gaming machines, comprising:

attaching a network to the plurality of gaming machines; and  
downloading the video content from the network.

48. (Previously Presented) A method of displaying video content on a stand-alone gaming machine, the video content including a game, paytables associated with the game, and artwork associated with the game, the method comprising:

displaying a first game on a first video display located on the stand-alone gaming machine;  
displaying pay tables associated with the first game on a second video display located on the stand-alone gaming machine;

displaying artwork associated with the first game on a third video display located on the stand-alone gaming machine; and

reconfiguring the video content on the three video displays for a second game so that the second game is displayed on the first video display, pay tables associated with the second game are displayed on the second video display, and artwork associated with the second game is displayed on the third video display.

49. (Previously Presented) A method of displaying video content on a stand-alone gaming machine, the method comprising:

displaying a first game on a first video display located on the stand-alone gaming machine;  
displaying information relating to the first game on a second video display located on the stand-alone gaming machine; and

reconfiguring the video content on the gaming machine so that a second game is displayed on the first video display and information relating to the second game is displayed on the second video display.

50. (Previously Presented) A stand-alone gaming machine, comprising:

a screen that displays video content for a game located on the stand-alone gaming machine, wherein all of the video content for a first game is reconfigurable into the video content for a second game using locally stored video content.

51. (Withdrawn) A method of verifying a game file, comprising:

providing gaming regulators with an electronic version of the game files via a network.

52. (Withdrawn) The method, as recited in claim 51, wherein the file is in a .bmp format.

53. (Withdrawn) The method, as recited in claim 51, wherein the file is in a .jpg format.

54. (Withdrawn) The method, as recited in claim 51, wherein the file is in .avi format.

55. (Withdrawn) The method, as recited in claim 51, wherein the electronic version of the game files includes a hash of the game files.

56. (Withdrawn) A gaming system, comprising:

a server process that can communicate with a client process, which is located within an operating system, and wherein the server process can also communicate with a client process via a network.

57. (Previously Presented) A reconfigurable stand-alone gaming machine for playing games, each game having game content, the gaming machine comprising:

a screen that displays the game content located on the stand-alone gaming machine, and  
at least one processor that runs the game content located on the stand-alone gaming machine;

wherein all of the game content for a first game is reconfigurable into the game content for a second game using locally stored game content.

58. (Previously Presented) A reconfigurable stand-alone gaming machine for playing games, each game having game content, the gaming machine comprising:

a screen that displays the game content, and  
a processor that runs the game content;

wherein all of the game content for a first game is reconfigurable into the game content for a second game using replaceable game content from a memory storage device.

59. (Previously Presented) A stand-alone gaming machine for playing one of a plurality of games, each game including video content and game logic content, the gaming machine comprising:

a screen that displays the video content for the games located on the stand-alone gaming machine, and

a processor that runs the game logic content for the games located on the stand-alone gaming machine;

wherein, in response to identification of a player by the gaming machine, the video content and game logic content of the gaming machine are reconfigured to a predetermined game associated with that particular player.